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JELLY BOY

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

EAGLEHAWK VIDEO
47 HIGH STREET
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CONTENTS

The Birth of Jelly Boy	2
Getting Started	4
Control Summary	5
The Aim of the Game	6
The Options Screen	7
At The Entrance Screen	8
Entering A Level	9
Resuming A Saved Game	10
Here Goes Jelly	10
On The Game Screen	11
Controlling Jelly Boy	12
Remoulding Jelly Boy	12
Bonus Points & Lives	14
The Nasty Geezers	15
A Piece Of The Puzzle	16
A Dog's Life	17
Text Boxes	17
Game Over	18
Level Bonus Screen	18
Collect A Password	19
Wishes Come True	20
Credits	20

Jelly Boy was born in the huge sweet factory owned by the eccentric (and very rich) Mr. Swirley. One day, lightning struck a vat of jelly, making it hiss and spit. Energised by the power of the lightning, a spark of life was born. "Where am I?" thought Jelly Boy, lying in his jelly mould. He sprang up and ran for the door, factory workers in hot pursuit. "I've got to get out of here," he thought, ducked down a duct and emerged on a long corridor with many doors. The middle door was for the lift and Jelly Boy ran towards it, but the lift operator barred his way.

"Why won't you let me in?" asked Jelly Boy. "They're coming after me." The noise of the factory workers echoed down the corridor – they were approaching fast.

"It's a long story," the lift operator replied. "This lift goes directly to Mr. Swirley's penthouse and I've got orders not to let anyone in without six special items hidden behind these doors," the lift operator explained, pointing to the doors along the corridor.
"The floors between here and the top of the building are full of Swirley's favourite toys, games and puzzles. Swirley has promised to reward the first one to collect all six special items by fulfilling their

THE BIRTH OF JELLY BOY

dearest wish. Nobody has ever found one item, let alone all six, although many have tried and become lost among the different worlds."

"Well I'm going to try," said Jelly Boy bravely. "With my shape-changing jelly powers, I'm not afraid of anything."

"All right then," said the lift operator, "here are the rules.
The items that Mister Swirley wants are guarded by some very nasty creatures. You need to find a piece of puzzle on each level of the world. Once you've got the pieces, you're able to enter their domain and deal with the guardian. Then you can take the special item and bring it back to me. Also hidden on one level is the key to another of these doors," he gestured up and down the corridor. "You need the key before you can move on. Now hurry up lad, and watch out for heavies... they'll want to stop you."

With that, Jelly Boy disappeared beyond the first door. He was in such a rush he failed to notice the little pink dog that followed him in, yapping excitedly. Now get set for Jelly Boy's greatest adventure.

GETTING STARTED

1. Flip OFF the power switch on your Super Nintendo Entertainment System.
WARNING: Never try to insert or remove a game pak when the power is ON.

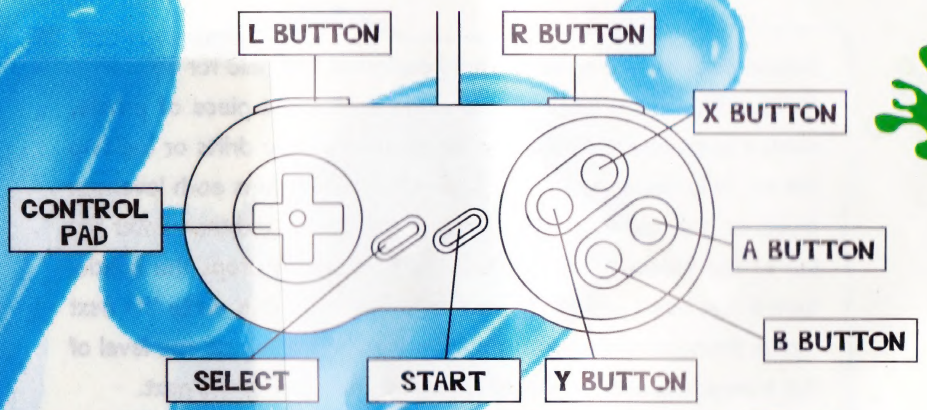
2. Make sure a Controller is plugged into controller socket 1 on the Super NES.

3. Insert the game pak into the slot on the Super NES®.
Press firmly to lock the game pak in place.

4. Turn ON the power switch.
The Jelly Boy title screen appears. If you don't see it, begin again at step 1.

Press START to leave the title screen for the Options Screen (see Options Screen). Press nothing and a list of Jelly Boy's High Scores is revealed – now you can see what you're up against!

CONTROL SUMMARY



Here is a list of the controls you need to play Jelly Boy:

Press B: Jelly Boy jumps.

Press Y: Jelly Boy's jelly belly punches.

Press A: Jelly Boy ducks down.

Press X: Jelly Boy morphs back into his original shape.

Control pad up/down: Scroll around the screen for Jelly Boy to look for obstacles.

Press START: Pause Jelly Boy.

Press left control button: See how much jigsaw Jelly Boy has collected.

AIM OF THE GAME

Behind each door is another world designed and paid for by Mr. Swirley. Every level of the world contains a piece of puzzle, hidden somewhere among the jungle trees, snow drifts or building blocks. Jelly Boy must survive against all the heavies each level can throw at him, collect all the pieces of the puzzle and then enter the lair of the hideous Boss. Defeat the Boss and it drops the special item it has been protecting, and Jelly Boy can move on to the next world. Remember that Jelly Boy needs to find a key on one level of the current world or he's unable to open the door to the next.
Jelly Boy needs all his wits, skill and shape-changing powers to make it through this spectacular adventure. It's the wackiest trip you've ever experienced from the comfort of your arm-chair.

THE OPTIONS SCREEN

From the Jelly Boy Title Screen, press **START** for the Options Screen.

The first option, Start New Game, is flashing. Control Pad **down** to highlight any of the other options.

THE OPTIONS SCREEN

The options listed are:

- **Start New Game** – press **START** to pass through the door and enter the first of Swirley's worlds.

- **Continue:** If you've come a cropper and lost all three lives, elect to Continue. You return to the beginning of the level you were last playing, and have lost any bonuses, musical notes and your previous score.

- **Enter Password** – press **START** for the Enter Password screen (for more information see Collect A Password). Use the control pad to highlight the appropriate letter/number from the grid and press B. Repeat the process until the whole password has been entered. You resume a saved game at the Entrance Screen of the world you were last exploring.

- **One Player** – Control Pad **down** to One Player and press B to switch to a 2-player game. Having made your choice, use the Control Pad to highlight one of the other options, and then press **START**.
When you've chosen the game mode, press **START**. You're told to 'Hold On A Sec' before the Entrance Screen appears and the fun begins.

AT THE ENTRANCE SCREEN

With Start New Game highlighted, press **START** and you leave the Options Screen for the first world's Entrance Screen. Jelly Boy is stood just inside the door of this world, having entered from the corridor where the lift operator is guarding the way up to Mr. Swirley. Use the Control Pad to direct Jelly Boy along the yellow path to the entrance portal of the first level.

When you start a new game you arrive in Toy World, which is constructed of building blocks.

Toy World's 8 levels are:

Here Goes Jelly, Marble Alley, Drum Solo, Barmy Army, Blocks Away, Mini Maze, The Darkroom and Dolls House.

When you return to the Entrance Screen after completing a level, the piece of jigsaw Jelly Boy has just collected is displayed in the bottom right hand corner.

ENTERING A LEVEL

You must complete all 8 levels before you're able to move onto the next world. If Jelly Boy loses a life or runs out of time on a level, he returns to the Entrance Screen from where you can try the level again.

Move Jelly Boy over the entrance portal using the Control Pad and he descends into the chosen level.

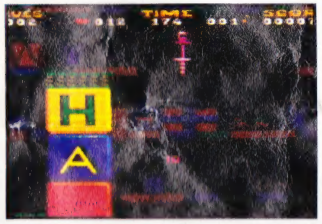
The Here Goes Jelly message appears while Jelly Boy is descending. When the level screen appears, make sure you take control of Jelly Boy straight away – the action comes thick and fast.

Entering Completed Levels

When a level has been completed, the portal is filled in with a red platform. You can return to these completed levels for more points and 1-Ups. Move Jelly Boy onto the red platform and press B. Jelly Boy is lowered down into the completed level.

- Use the Control Pad to guide Jelly Boy through the current level.
- Press **B** to leap over an obstacle or jump a gap, and use the Control Pad to give the jump a sense of direction.
- Press **Y** and Jelly Boy's jelly belly delivers a knockout blow to any nasty geezer in his way.
- Press **A** and Jelly Boy ducks (literally) to avoid low obstacles which might cost him a life.
- Press **X** and Jelly Boy morphs back into his original shape without waiting for the new shape's time limit to run out (see Morphing Jelly Boy).

REMOULDING JELLY BOY



What makes Jelly Boy really special is his ability to change shape.
Gift boxes and Morph icons are littered throughout the levels of every world. Don't just ignore them, as Jelly Boy is unable to reach inaccessible areas of a level unless he changes shape.

He'll miss out on big bonus scores, but even more importantly might not be able to find the jigsaw puzzle piece and complete the level!

Gift Boxes

- Press **Y** to open gift boxes. The contents of some gift boxes need a bit of chasing, even after you've opened them. Use the Control Pad to help Jelly Boy catch these. Also, you may need to press **Y** (repeatedly) to get the new shape to fulfil its function, for example the Hammer. Gift boxes take a few seconds to reappear after use, but most of them can be re-used a limitless number of times. **Note:** Be careful! Not all gift boxes give Jelly Boy the ability to change shape, but can contain a nasty surprise.

MORPH ICONS

Jelly Boy can also change shape by landing on or leaping for Morph icons. These look like small versions of Jelly Boy in his new shape, examples include the Balloon and Skateboard icons.

TIME LIMITS

The numbers counting down to zero show how long Jelly Boy has left to take advantage of his new shape, so make the most of it while you can.

- Press X to cut short Jelly Boy's time in a new shape before the time limit is up.

BONUS POINTS AND LIVES

Fruity Bonuses

Collect cherries and strawberries for bonus points. Unlike musical notes, if you're hit by a heavy you don't lose your cherries.

Other fruits worth picking up are lemons and oranges, which increase the time available for completing the level.

To collect bonuses: Use the Control Pad to move Jelly Boy over fruit. Press B to make Jelly Boy leap for bonuses.

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BONUS POINTS AND LIVES

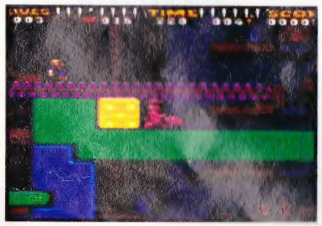
MUSICAL NOTES

Musical notes give Jelly Boy protection when attacked. Gift boxes may contain notes, and every time you despatch a bad guy with a belly punch he leaves a musical note behind. Catch as many of these as you can. Then, when you fall onto spikes or a baddie is too quick for you, you lose the musical notes and not a life.

Any musical notes that are left once you've completed the level are converted into bonus points and added to your total score.

To collect notes: Use the Control Pad to move Jelly Boy over them.

1-Ups



These heart-shaped icons are worth an extra life to Jelly Boy. They are quite scarce, but where you find Harry the Dog you may well find a 1-Up.

To collect 1-Ups: Use the Control Pad to move Jelly Boy over them. Press B to make Jelly Boy leap for 1-Ups.

THE NASTY GEEZERS

There are a lot of nasty geezers waiting for Jelly Boy in the worlds he visits. In fact, the only friend Jelly Boy has on his travels is Harry the Dog (see A Dog's Life). When anyone else approaches it's best to belly-punch first and ask questions later.

Note: There are also the supreme heavies – the Bosses – to deal with. It isn't too hard to spot them; they're some of the ugliest, meanest creatures ever dreamed up by the sick mind of a game designer. Rest assured, these guys are very hard to destroy.

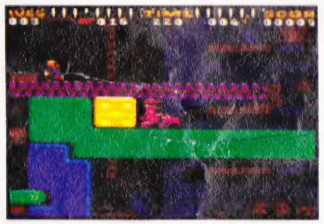
A PIECE OF THE PUZZLE

Having led Jelly Boy through the hundreds of hazards that each level throws up, you're finally going to come across the elusive piece of puzzle you've been looking for.

• Press Y to collect the puzzle piece. A text box opens confirming you've picked it up, and this also provides an update on how much puzzle you've collected so far.

A DOG'S LIFE

• Press the left button to see how much puzzle you've collected during play.



Harry accompanies Jelly Boy on his journey through the many rooms of Swirley's factory. He's somewhere to be found on almost every level, and when you run into him it means there's something good to be collected not far away, for example 1-Ups and jigsaw pieces.

A faithful friend, Harry barks to scare away heavies who are getting too close for comfort.

TEXT BOXES

Every now and then a Text Box pops up with words of advice, wisdom, or an update on how much of the puzzle you've collected so far.

• Press any button to clear the screen of text once you've read it. Lose all three lives and Jelly Boy bites the big one!

GAME OVER

The on screen message tells you Game Over.

- Press **START** to return to the Option Screen and either Start New Game or Continue your current Jelly Boy adventure.

LEVEL BONUS SCREEN

When you've (finally) finished the level, the Bonus Screen appears to tell you how you did.

Bonus points are awarded for:

Time remaining
Musical notes
Fruit collected
Total
Score
Grand Total

Press **B** and it's back to the Entrance Screen and on to the next level. For instructions on starting a level, see Entering a Level.

COLLECT A PASSWORD

If your fingers are getting sore from all the button pressing, collect a password so that you can continue your current game later on. Passwords can only be collected after a level has been completed. While the current world and level are remembered, bonus points and scores are not.

To Collect a Password

When a level has been completed you return to the world Entrance Screen. Use the Control Pad to direct Jelly Boy back along the yellow path through the front door and onto the corridor, where the lift operator is waiting with the password. **WRITE THIS DOWN.** You won't be able to resume the game at the current level without it.

For details of how to resume a saved game using this password, see The Options Screen.

WISHES COME TRUE

You've done it! All jigsaws completed, all Bosses destroyed, all the special items collected and worlds finished. Finally, the lift operator lets you into the lift and gives you access to Swirley's penthouse.

When Swirley sees the six special items have been collected, he's overjoyed. He decides to fulfil your heart's desire, and what does Jelly Boy wish for as a reward? Why, to be able to play among all the fantastic toys and visit all the different worlds forever with his friend Harry the Dog. But this time, instead of every world's natives trying to stop him, they'll be his friends and play along with him. Have fun with your new friends, Jelly Boy.

Credits

Producer: Kevin Shrapnell
Assistant Producer: David Amor
Product Manager: Al King
Documentation: Neil Cook

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